Matthew Palmer

Aspiring physicist
& computer scientist

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Technical Skills

Computer-aided Design:	Solidworks
Programming:	C, C#, Python, Scheme, HTML, CSS
Computing Enviroments:	Windows, Unix
Document Production:	LaTex, Microsoft Office

Education

University of Waterloo — Fall 2014 - Ongoing
Candidate for BMath -
Mathematical Physics and Computer Science

Activities

Waterloo Baja Team — Fall 2015 - Ongoing
› Active member of a team which designs and races off-road vehicles in SAE-sanctioned events
› Currently working on design of the engine mount for the team's 2016 vehicle

Projects

Rocket Drag Race — October 2015
› Coordinated a team to design, build, and race a model rocket in the Waterloo Rocketry Team's annual Rocket Drag Race
› Gained experience working in a fast-paced design environment

Tower Ball — October 2015
› Helped create a simple physics game for Android
› Learned to build apps on the Unity game engine
› Available for download on the Google Play store

Volunteer Experience

Scout Leader - 13th Ryerson Scouts — 2012-2015
› Helped to design and deliver a quality outdoor program for youth
› Was awarded the Medal of the Maple for distinguished youth service